

God's Gift to Gamers

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GOD's Gift TO GAMERS



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NFL Quarterback '99 stands as one of the most impressive games on any videogame console today.



As mentioned in last month's special about the history of the Nintendo 64, Iguana have played a key role in the success of the N64 with top selling titles like Turok, Forsaken, All Star Baseball '99, WWF Warzone, NFL Quarterback Club and NHL Breakaway under their belts. Their commitment to the

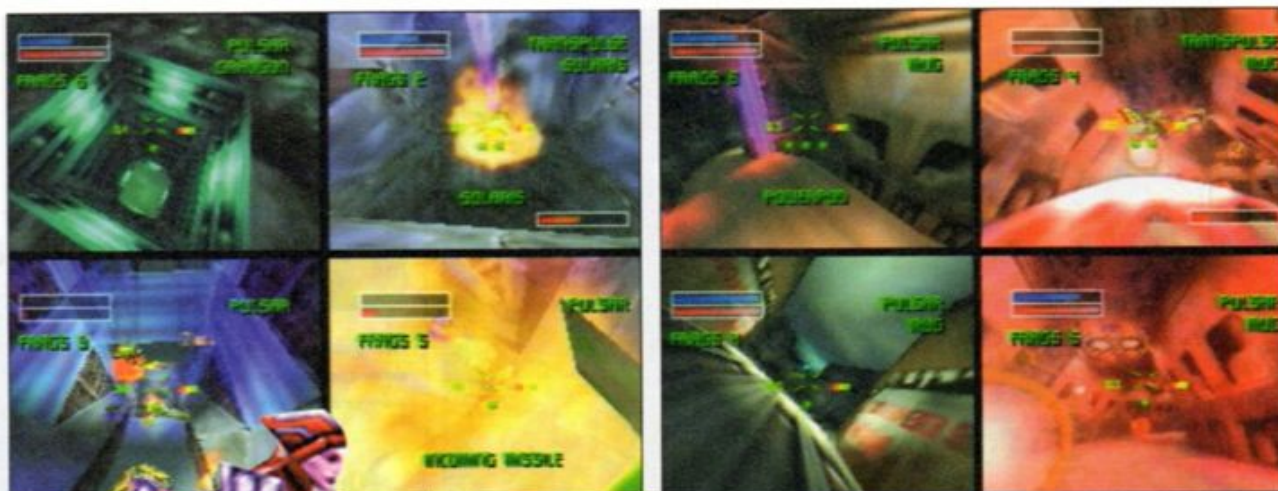
N64 has just been re-affirmed with the release of NFL Quarterback Club '99 and Turok 2, which are the first titles to make use of Nintendo's new 4 megabyte ram expansion unit.

N64 Gamer recently had the chance to interview a few of Iguana's head honchos and we've learned that they have many more games in the pipeline of the N64 which will show even more of the machines un-tapped graphical power. Also, more than any other N64 software company, Iguana are pushing the boundaries of censorship on N64 games. Their games are including more and more adult content, like blood and action in Turok 2, although the added violence and blood content only increases the gaming experience and enjoyment rather than just becoming mindless violence and gore.

Turok was Iguana's first N64 game and was released within three months of the console's launch in 1996. Its bloody, action packed gameplay was a pleasant alternative to the cutesy games that had already appeared on the system, and as such it was snapped up by adult and younger N64 owners even while it had a pricepoint of \$129.99. Like Mario, Turok was seen as a quantum leap over the Playstation and Saturn software with the game's awesome weapons being one of its main attractions.

Soon after Iguana released NFL Quarterback Club '98, which was the first game to run in the machine's high resolution mode of 640 by 480 pixels. Looking absolutely stunning, Quarterback also played quite well and set the standard for sports games on the N64.





The coloured lighting and hyper-smooth visuals set Forsaken apart from the rest of this year's N64 games



Forsaken followed four months later, with coloured lighting and hyper-smooth multiplayer action with 4 players on-screen. Side by side comparisons with the PC version, which ran on a PC costing a few thousand dollars, were very favourable for the N64 version. Iguana had even managed to get the lighting looking better than the PC version's did, which was no small effort.

WWF Warzone continued Iguana's commitment to making the most of the N64's high res mode. By using similar polygon models Iguana were able to run Quarterback in high res, but Warzone's graphics on the N64 were a little more difficult to achieve. Thankfully Iguana's programmers managed to get Warzone running at a smooth 30 frames per second, but their next title, Turok 2, would be even more difficult to get running in high resolution.

As luck would have it, Iguana had previously heard of the N64 memory expansion cart and planned to use it in Turok 2 to enable the machine to store the game's complex textures needed for high resolution. David Dienstbier from the Iguana explains: "The extra RAM does not allow the N64 to draw more poly-

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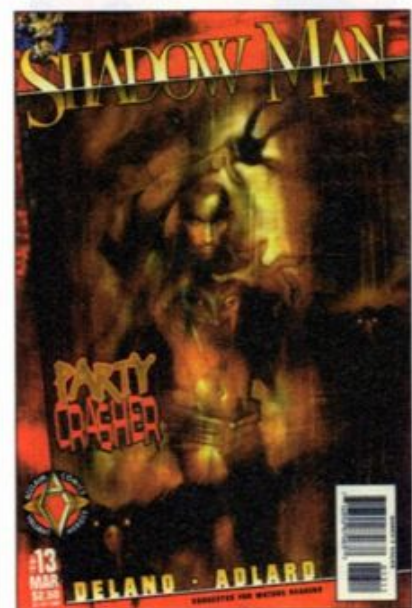
Will Shadowman be the 'Tomb Raider' for the Nintendo 64? Only time will tell...

gons, it simply does away with RAM issues associated with the base unit. There are many factors that can cause performance problems in a game. Often these sorts of things may have nothing to do with CPU performance or Drawtime and may simply have to do with running out of RAM. By doubling the amount of system RAM, we can double our buffers, allowing more animations, textures, and geometry (buildings, people etc) to be held in Ram where we need it. Without the extra RAM, the machine needs to swap more data in and out of the limited amount of ram which can cause little performance hitches from time to time, and cause the game to slow down while it frees up RAM for the new objects, characters etc. The 4 meg expansion pak allows us to do away with these problems. The fact that it allows us to run a game like Turok 2 in Hi Res means that visually we are on par with some of the most impressive games running on accelerated PCs costing thousands of dollars. This is exactly the sort of thing that Nintendo needs in order for the Nintendo 64 to continue to succeed in the marketplace".

Darrin Stubbington from the US Iguana team added, "We will continue to support the Pak, and future games will run smoother because of it. Additionally, with our sports line, you will see additional improvements such as far longer instant-replay times, as well as more complex A.I".

As mentioned, Iguana's also moving forward the boundaries of censorship in an effort to provide more mature games for N64 owners and two of their future titles, Shadowman and South Park will be sure to rustle things up a little down at the censorship board's HQ. The first, Shadowman, is based on a comic book character whose background is violent, dark and gothic. We asked Jason Falcus for an update and some background info on the game.

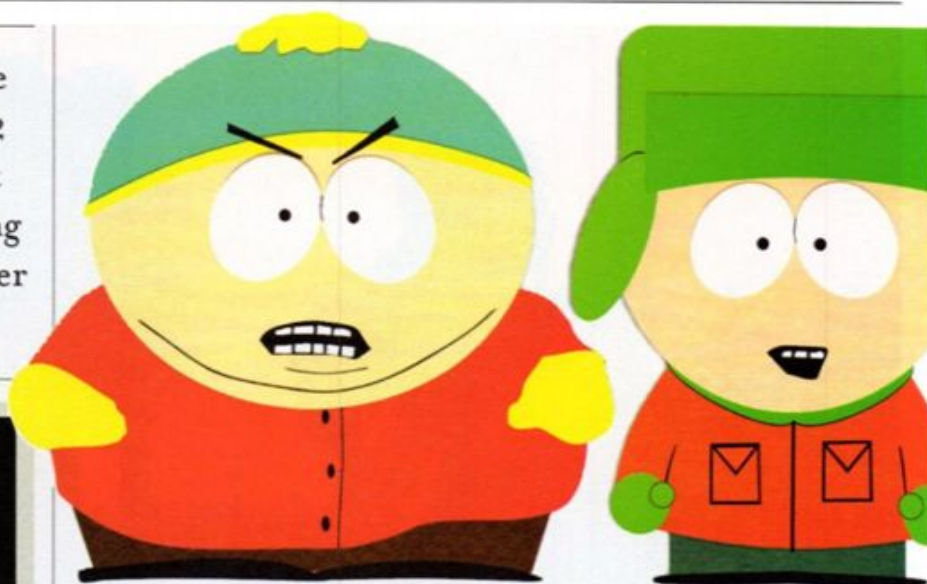
Shadowman currently does not have a firm release date, but you can expect it early next year. The game is very mature, with the whole dark nature of Shadowman giving gamers a very different game experience



South Park 64 will be based on the Turok 2 engine meaning that it will be a 3D shooting game - with multiplayer support!



Nintendo's own software continued to sell incredibly well, but third party software support was.



than previously available to N64 owners. Shadowman is a huge, non-linear adventure spread between two worlds - Liveside (the real world), and Deadside (where everyone goes when they die). Shadowman is the walker between the worlds. He must travel to Deadside and prevent the coming Apocalypse. The game involves exploration, action, platform and RPG elements. Several unique weapons are included, and it's all topped off with a healthy dose of voodoo magic!"

Billed as a cross between Tomb Raider and Resident Evil, Shadowman certainly looks like it could be one of the best action games on the N64, and with its unique control method that allows you to carry out more than one action at a time, it may be the next step in 3D gaming as well.

The second huge post Christmas game from Iguana will be the current TV hit, South Park. Although initially overwhelmed to hear that a programming team with the skills of Iguana were to be responsible for the N64 version of the game, our minds got to thinking about what type of game it would actually be. For those who don't already know, South Park 64 will be based on the Turok 2 engine meaning that it will be a 3D shooting game - with multiplayer support! We quizzed Darrin Stubbington on the game and he had the following to say: "We actually had all the voice actors from the cartoon record the voice sessions for the game. There are 1000's of new phrases that will be available only in the game, and the entire script is all new and custom designed for the game. As for censorship, we've maintained the standards seen in the TV broadcasts, and with very few exceptions were able to work with Nintendo to create the content this game deserves. The game is first person based, with multiplayer and single player games. In the single player game you go on a quest to protect South Park from invasion and conquest... it is very, very funny to see and hear. The weapons are based on events and items from the cartoon, but with some added twists for the game. For instance, there is a Cow-Launcher which literally dumps a cow on your enemies, with hilarious results!"

N64 Gamer was lucky enough to recently get their hands on a preview version of the game, and we're mighty impressed with what we saw. Like Turok 2, South Park 64 will use the 4 meg ram expansion pack to attain the N64's high resolution mode, and even in the game's early state the frame-rate was very smooth and the game was highly playable. The weapons are the funniest thing about the game, with fart guns and cow launchers providing the most laughs in the N64 Gamer office. You get the chance to play as Kyle, Stan, Cartman or Kenny in the game's single player mode, but in the multiplayer mode even more characters are available for use. Yes - you can even get up to some old fashion lovin' with Chef in the game's multiplayer mode. What's most impressive about the game though, is the speech that comes packed into the cart. An almost constant barrage of speech is throw your way as you play through the single player game (with some speech in the mutlplay mode as well), with great lines from Cartman being some of the highlights.

Even with these two landmark titles on the way, Iguana are hard at work on sequels to their already successful WWF, NHL Breakaway and All Star Baseball games.

Darrin Stubbington WWF:Attitude, the name of the sequel to WWF Warzone, is well underway and will be released next year, as planned. The exact details of additions, new modes, new wrestlers, etc, is still



considered 'secret'. However, rest assured the game will be bigger, better, and even more fun to play than Warzone". "The new, next generation sports engine that has been developed for NHL '99 and All Star Baseball 2000 is a considerable improvement over last year's code. This will enable us to once again set new standards for realism in our products. Currently, most of our sports games are being developed using derivatives of this engine, albeit a customized version for each game. Of course, these products will also support the memory expansion pak, which will further add to the sports enthusiast's enjoyment".

Also worth noting is that Iguana are currently working on a "Top secret" soccer game that they will launch on the N64 next year. Considering the quality of visuals and gameplay in Iguana's other sport games then the best N64 soccer game may well be on its way from this software company as well.

Aside from Nintendo themselves, Iguana are the developer of the best games on the N64 and you can expect this trend to continue well into 1999. Turok 3 next year? Nothing's out of the question...



South Park certainly will be one of the biggest titles on the N64 when it's released early next year.



Multiplay South Park should be a bloody ball!